

Phono Multiplication Game (consonant-le)

Materials: Two dice cubes: one with 1, 2, 3, 4, 5, 6
 the other with 9, 8, 7, 6, 5, 4

Players: Two teams or two players: each side chooses "x" or "o"

Goal: To get all 5 *x*'s or *o*'s in a row (horizontally, vertically or diagonally or the most *x*'s or *o*'s).

Procedure: A player throws the dices and multiplies the two numbers. He then looks for the product the game board. He reads the word and if correct, he can place his "x" or "o."

Gameboard

54 quibble	48 temple	45 bottle	42 jungle	40 saddle
36 grumble	35 middle	32 single	30 settle	28 puzzle
27 pebble	25 bundle	24 brittle	21 simple	20 cripple
18 hobble	16 nozzle	14 brittle	12 gobble	9 struggle
8 handle	7 trample	6 puddle	5 dimple	4 drizzle